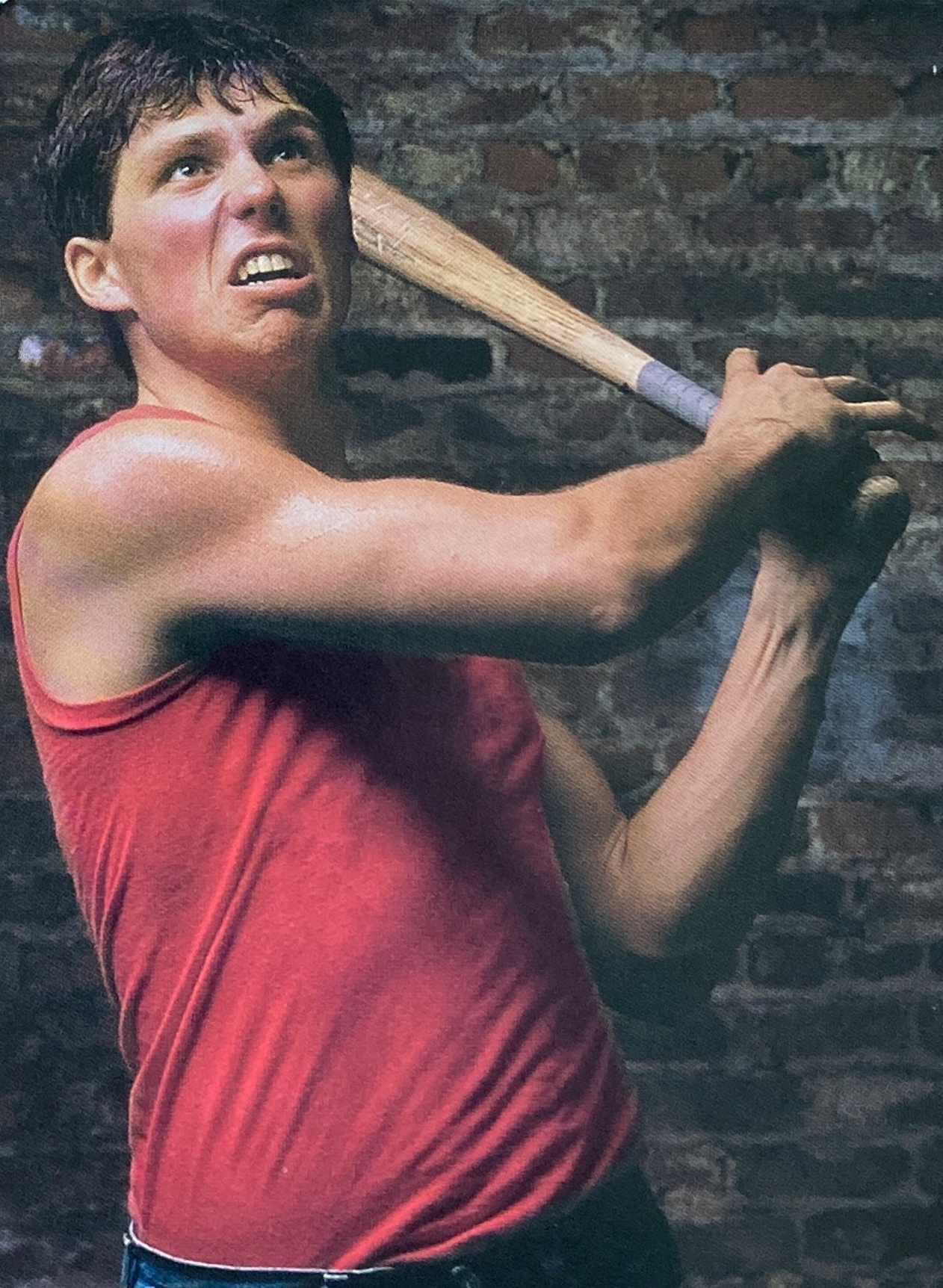
EPYX®

STREET SPORTS™ Baseball



Apple II® and Compatibles
128K Required

DISK 18403D

Baseball

Apple II® and Compatibles
128K Required
DISK 18403D

EPYX

STREET SPORTS™

Baseball™

Apple II® and compatibles

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STREET SPORTS™ Baseball

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STREET SPORTS™

Baseball

Apple II® and Compatibles

STREET SPORTS™

Baseball

EPYX

It's a hit!
1 and 2 . . . the bottom of the ninth on 52nd street . . . the count's 0 fly ball to Ralph's territory out in left field . . . crack! . . . a long run — dodging tree trunks, sloshing through puddles, beating throughs bushes — then whipping the ball homeward, he recovers just in time to see Butch complete a sacrificial slide onto an old trash can lid that doubles as home plate . . .

In the big leagues they call that a "run." In Street Sports Baseball, it's known as summat.

A diamond in the rough
What this game lacks in big league glamor, it makes up for in local color. The diamond can be anywhere: a back alley, a parking lot, a playground, or even a cul-de-sac. And the players may be local characters. Choose from a variety of skill in batting, fielding, and throwing. Each with his own level of skill in batting, fielding, and throwing. Match the right combination, your team could be the champs . . .

- **Play against a friend, or the computer**
  Choose your own leader of the club. Each of the 16 players has his own personality. All have specific talents.
- **Split screen two leader play or "home run" on a computer playing even when you're not.**
  Choose to use the double joystick or type on the keyboard.
- **Choose your own leader of the club.**
  Each of the 16 players has his own personality. All have specific talents.

▲ It's a close call to second base. Ralph is safe!

▲ Ralph runs to third base.

▲ Ralph is out at home plate.

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STREET SPORTS Baseball

It's a ball!

It's bottom of the ninth on 32nd street . . . the count's 0 and 2 . . . the pitcher winds, throws and . . . crack! . . . a long fly ball to Ralph's teetering out in left field . . . Ralph is on the run — dodging tree trunks, sloshing through puddles, beating through bushes — then whipping the ball homeward, he recovers just in time to see Butch complete a sacrificial slide onto an old trash can lid that doubles as home plate . . .

In the big leagues they call that a "run." In *Street Sports Baseball*, it's known as survival.

A diamond in the rough

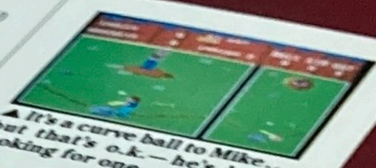
What this game lacks in big league glamor, it makes up for in local color. The diamond, for instance, is makeshift. The bases may be trash can lids, or perhaps old tires. And the team? Choose from 16 of the neighborhood's hot hitters and hacks. Each with his own level of skill in hitting, fielding, and throwing. With the right combination, your team could be the champions. With the wrong combination, the chumps . . .

- **Play against a friend, or the computer.**
- **Choose your own amateur ball club. Each of the 16 players has his own personality. All have street smarts.**
- **Split screen view allows you to "home in" on a specific playing area while keeping an eye on the whole field.**
- **Obstacles on this sandlot bring new dimension to the traditional baseball game.**

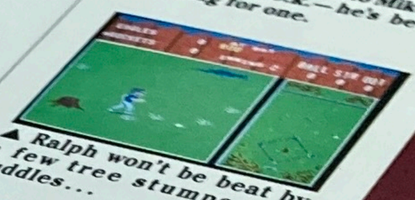
Rating:

Epyx Coding: Epyx games are coded to indicate the degree of emphasis on "Action," "Strategy," or "Learning."

Action ® Strategy ® Learning ®



▲ It's a curve ball to Mike . . . but that's o.k. — he's been looking for one.



▲ Ralph won't be beat by a few tree stumps and puddles . . .

▲ When the play is close, slide or you're out!

*Screens from Commodore 64/128™ version. Street Sports is a trademark of EPYX, Inc. © 1987 EPYX, Inc.

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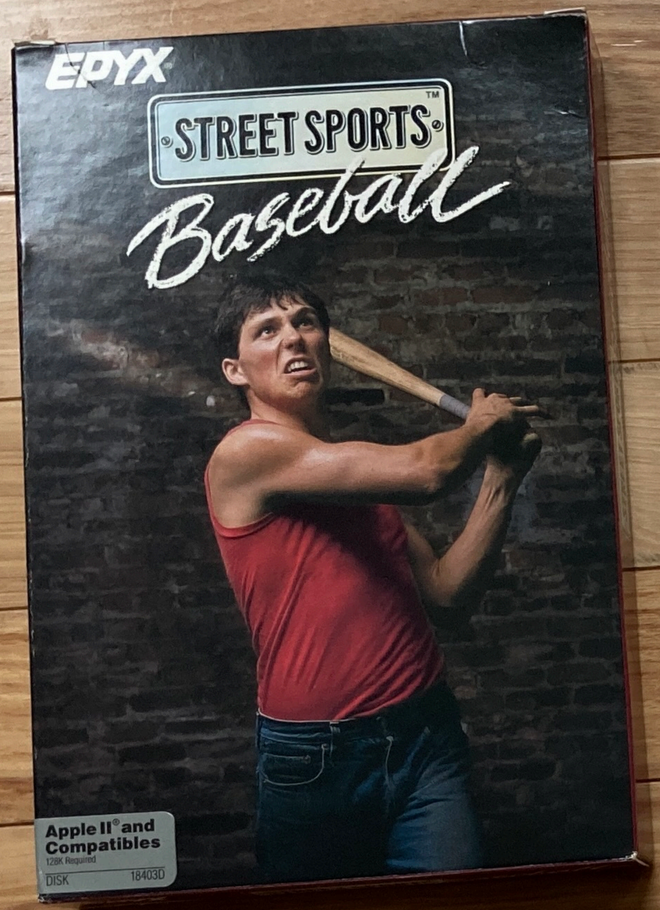
STREET SPORTS Baseball

EPYX



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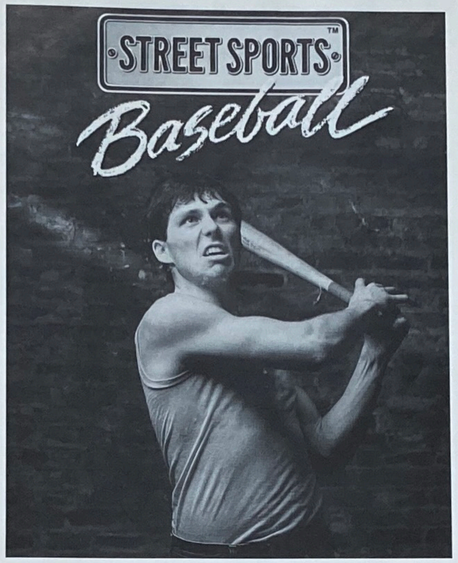


INSTRUCTION MANUAL

for the Commodore 64®/128™, the Apple II® series,
IBM PC® and 100% compatibles

STREET SPORTS BASEBALL
KEYBOARD COMMAND CARD
For the Apple II series

Refer to the manual for the introduction, objective, loading instructions, and descriptions of the players.

When playing with a joystick: the joystick controls the team in the field (the joystick is traded between players). The batters will use the keyboard commands. If you are playing against the computer, you will use the joystick when you are in the field and up at bat.

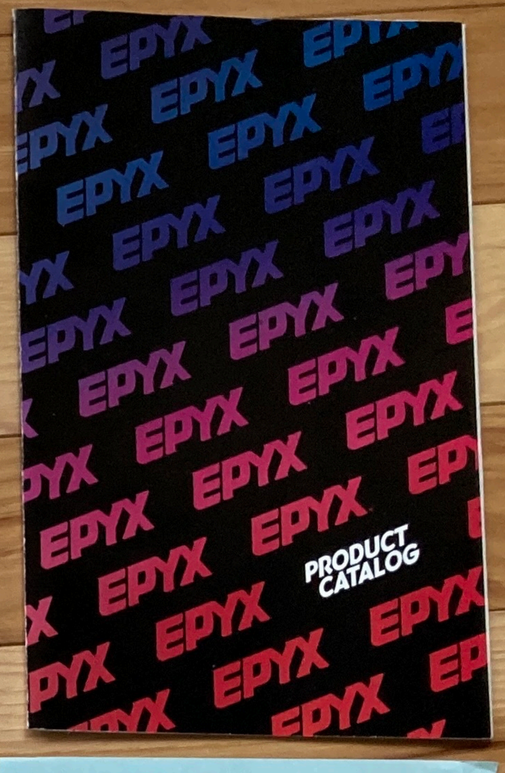
After loading make the following choices:

1) Choose the *playing field* (vacant lot or parking lot) by moving the joystick left or right and then pressing the **FIRE BUTTON**.
2) Choose to play against the *Computer* or another *Human* by moving the joystick left or right and then pressing the **FIRE BUTTON**.
3) Choose to play with *New* (you pick team members, batting order and field positions), *Old* (previously picked and saved teams), or *Random* (teams randomly picked and placed by the computer) teams. Pick your teammates by highlighting the player of your choice with the joystick and then pressing the **FIRE BUTTON**.

When You're Up At Bat: Press the **FIRE BUTTON** (or **SPACE BAR**) to swing. When playing against the computer, you must practice swing to let the computer know you are ready for a pitch.

When You're On Base: After making a hit, your batter will automatically run to first base. Any player on first base will automatically advance to second base and so on. However, if you have a runner on a base, but not on the base behind it, you must press and hold the **FIRE BUTTON** (or the **SPACEBAR**) to make the runner advance. If a play is a close one, you can slide your runner into the base by pulling the joystick **Down** (or pressing the **S** key).

NOTE: The **DELETE** key pauses the game at any time.



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Name _____ Phone (___) _____

Address _____

City _____ State _____ Zip _____

Product Purchased: _____ Date Purchased: (Mo. ____ Yr. ____)

What computer system do you use? (09) Amiga (03) Apple II Series or compatible (10) Atari ST (08) Macintosh (05) IBM PC or compatible (07) Commodore 64/128 (11) Nintendo (14) Sega (13) Apple IIgs (99) Other (Specify: _____)

How long have you owned your computer? (number of years) _____

Type of store where EPYX product was purchased? (01) Department (02) Computer (03) Discount (04) Toy (05) Book (06) Mail Order (07) Software (08) Record (09) Electronics (Audio/Video) (99) Other (Specify: _____)

Please give Purchaser's Sex (M/F) ____ Age ____ **If different, please give your:** Sex (M/F) ____ Age ____

Where will this product be used? (H) Home (B) Business (S) School

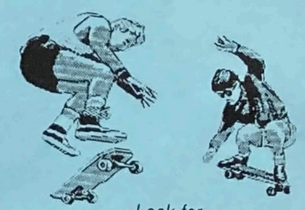
How did you first learn about this product? (01) EPYX Catalog (02) Friend (03) Retail Store (04) Television (05) Magazine Ad (06) Magazine Review/Article (07) Newspaper Ad (08) Other (Specify: _____)

Have you filed a warranty card for a previous EPYX purchase? (Y/N) ____

What magazines do you subscribe to or read regularly? _____

Do you read a newspaper regularly? (Y/N) ____ **If yes, which sections?** (01) Business (02) Movies (03) Sports (04) Comics (99) Other (Specify: _____)

SURF'S UP!



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California Games™

from Epyx!

The newest and most radical addition to our games line that includes: Summer Games™, Summer Games II™, Winter Games™ and World Games™.

Now you can shoot the tube in surfing, do a hand plant in the half pipe skateboard competition, or try a dangerous wheelie during the BMX bike race. Six action-filled events in all.

Available for: Apple II and Compatibles,
Apple II GS,
Amiga,
Commodore 64/128,
IBM PC and Compatibles

EPYX

600 Galveston Drive, Redwood City, CA 94063, Telephone: 415/366-0606

for the Commodore 64®/128™, the Apple II® series,
IBM PC® and 100% compatibles

Baseball

EPYX®

STREET SPORTS™
Baseball

for the Apple® II & Compatibles

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Send in regis

Name _____

Address _____

City _____

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(07) Soft

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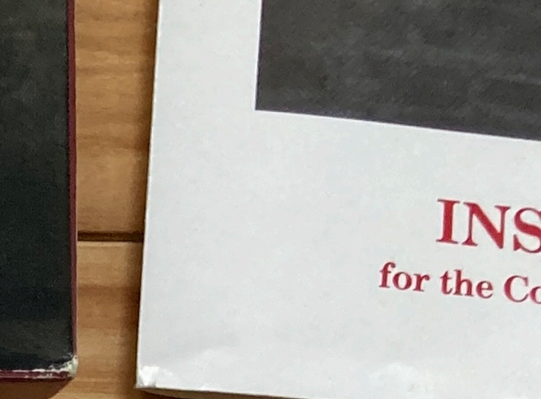
Do you read a

Free REEBOKS
for Street Jocks!
Instant Winner Game Inside!

Instant winner game ends February 28, 1988. No purchase necessary. For official rules and game card write to EPYX STREET SPORTS RUB-OFF GAME, P.O. Box 8020, Redwood City, CA 94063.

$ 5.00



Heads or Tails?

The action pits the Home Team against the Visitors. A flip of a coin will decide who picks first, and who is the visiting team (only when playing with NEW teams). Press the joystick left to call heads, right to call tails. Then press the **FIRE BUTTON** to flip the coin. (Remember: by tradition, the Visiting team is always first up at bat.)

Choosing Sides

Take a good look at the 52nd Street Hall of Famers lined up on the screen. Move the joystick left or right to get "up close and personal" with this rough and tumble crew. If a player is eligible, you can read their description. Once a player is chosen, the first three letters of their team name appears below each character.

The Visiting Team chooses first, then the Home Team, alternating until there are eight players on each team. When the player of your choice is indicated on the screen, press the **FIRE BUTTON**.

THE HALL OF FAMERS

What these kids lack in big league flair they sure make up in local color. It's your job to put together a team that can hit and field its way to victory.

RADAR: Knows where the ball is going at all times. He's one of the hardest runners and throwers in the 52nd Street league. And he "drives" the other team crazy when he's up at bat.

MAGIC: He's unbelievably well-rounded. Never makes an error. Throws and runs like a semi-pro. Bats 'em high and deep. (And you should see his stuff in Street Sports Basketball!)

BRAD: He changes baseballs into bullets with his ballistic throws. And his line drive hits have a similar quality. Unfortunately he has no wheels.

RALPH: His teammates grimace when he gets the ball 'cause his arm is on the weak side. And he tends to strike out. But he never makes an error and he's an o.k. runner.

KEVIN: Wooooshhh! No one wants to get in his way when he's on the run. He's a team's fastest weapon. Nifty fielder too.

VIC: Thinks he's a Don Johnson look-alike. But looks more like he's blind when it comes to playing the field. Strokes long shots when he's up at bat though.

BOJO: Throws his weight around at the plate. But often swings too late - like when the ball is already in the catcher's mitt. Good arm (though his glove is suspect).

DAVID: Airlines have to take an alternate route when he's up at bat. His long fly balls go first class all the way. Non-stop. Unfortunately his fielding is second-rate.

BUTCH: Plays ball like he slam dances. A little wildly and recklessly. He "pops-up" too much and throws like a sissy. But he rarely blows a catch - no matter how difficult.

BOB: He's an all-around kind of guy. He's a good fielder, has a rifle-arm, and runs like a champ. But he shines brightest when cracking screaming liners over the infield.

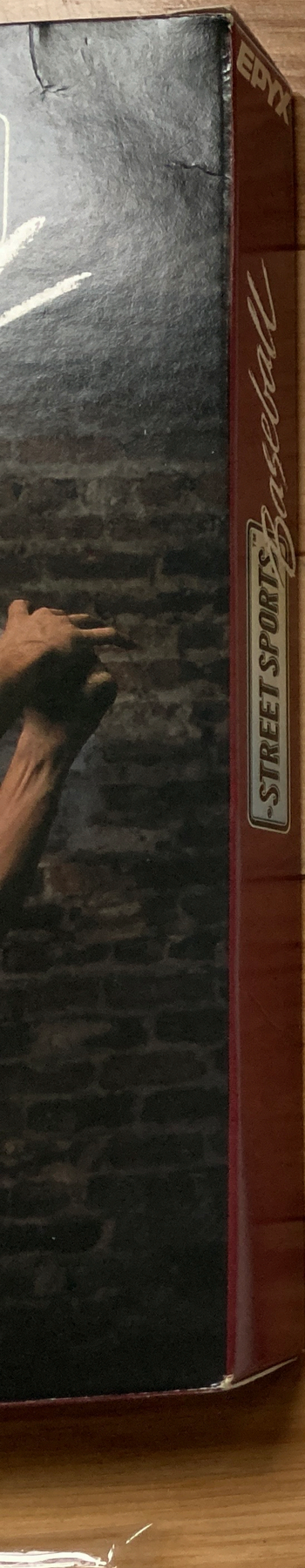
JULIE: The guys think she throws pretty good "for a girl." Truth is, she throws better than most of them. Only problem is she gets excited at bat and tends to strike out.

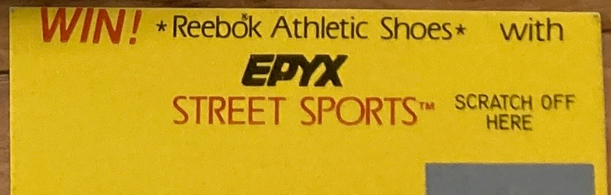
KIM: A real free-spirited girl. Tends to lose concentration when she's in the outfield. But she makes up for it with some peppery hitting and hustle on the bases.

TINA: This girl wants to make it to the big leagues some day. She's always operating at top speed - on the run, up at bat, and in the field.

DANA: "Hustling" isn't her strong suit. Once she's hit one of her trademark drives, she has trouble circling the tires. And she's known as a "marshmallow tosser."

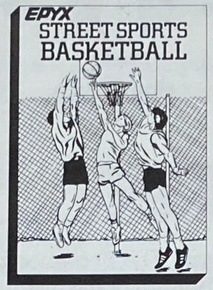
MELISSA: She's the kind of "heads-up" player you can count on in the clutch. Always into the game. And her high-powered arm gets lots of attention too.





STREET SPORTS BASKETBALL

Not like any basketball game you've ever played on a computer. But just like every basketball game you've ever played for real!



- *Choose from 10 neighborhood players for a three person team.*
- *Four courts to play on—at a playground, in an alley, on the parking lot, or in the backyard.*
- *You'll play with hot shooters, slow dribblers, slam dunkers, or pass on the run.*

Only from Epyx!

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Epyx, Inc. warrants to the original purchaser of this Epyx software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Epyx software program is sold "as is", that is without express or implied warranty of any kind, and Epyx is not liable for any losses or damages of any kind resulting from use of this program. Epyx agrees for a period of ninety (90) days to either repair or replace, as its option, free of charge, any Epyx software product, postage paid, with proof of date of purchase, at its Factory Service Center.

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PRODUCT #18433D

EPYX®

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Part Number 18433D-60

STREET SPORTS BASEBA

KEYBOARD COMMAND CARD

For the Apple II series

Refer to the manual for the introduction, objective, loa
tions, and descriptions of the players.

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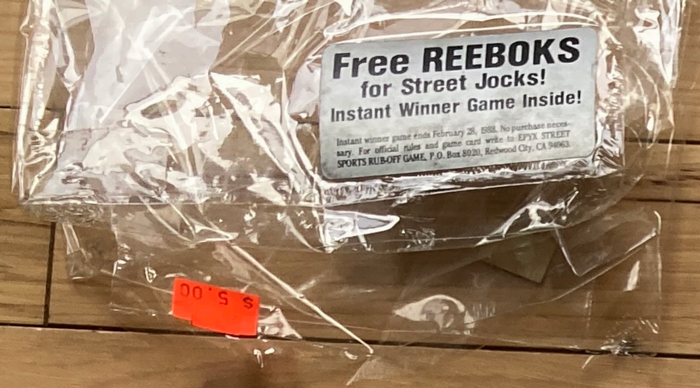

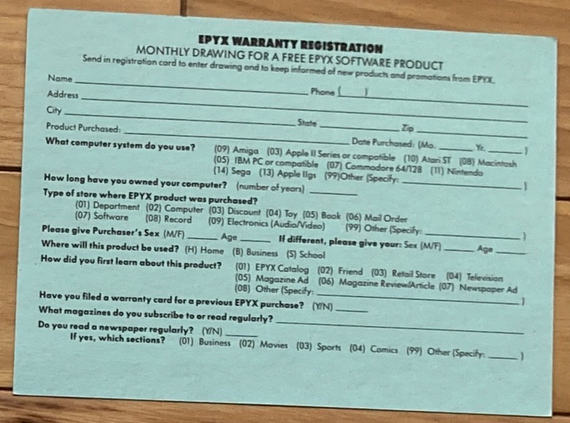

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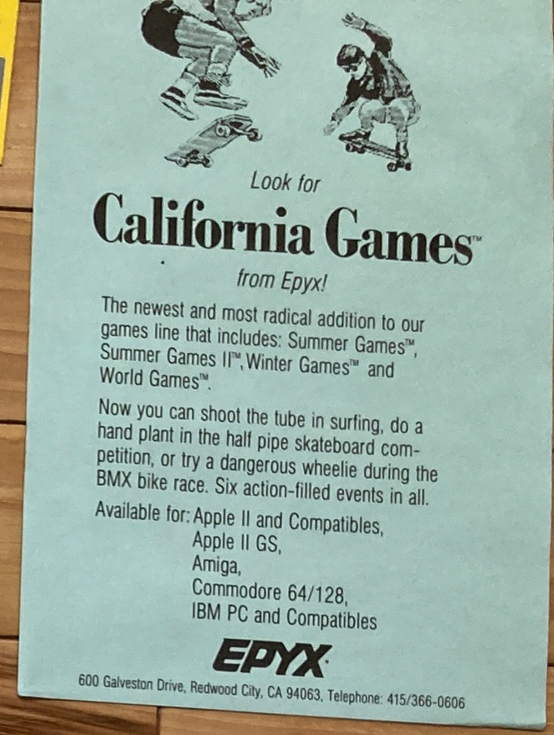

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The newest and most radical addition to our games line that includes: Summer Games™, Summer Games II™, Winter Games™ and World Games™.

Now you can shoot the tube in surfing, do a hand plant in the half pipe skateboard competition, or try a dangerous wheelie during the BMX bike race. Six action-filled events in all.

Available for: Apple II and Compatibles,
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Amiga,
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Attack, submerge or stalk. It's your call.

These days, we're working on a line of games so sophisticated, they really deserve a category all their own. We call it the Masters Collection.

The first in the series is *Sub Battle Simulator.* The most realistic, all-encompassing simulation ever created for the personal computer.

You'll command one of six types of American subs or German Kriegsmarine U-Boats, during any year from 1939 to 1945. In either ocean. You'll perform one of over 60 missions, each based on actual historic scenarios ranging from seek and kill to rendezvous and lifeguarding.

Or you'll engage in the most difficult objective of all: To make it through *the entire war.*

Each vessel is completely unique and painstakingly authentic, so you'll have a lot to learn before you submerge: Navigation. Weather. Radar. And the contents of the target book, for starters.

Your arsenal will include anti-aircraft guns. Torpedoes. Mines. And 40mm Bofors deck guns so powerful, they could easily take out a 150-ton freighter.

Plus, you'll have sonar, a 360° periscope and maps covering nearly 200,000 square miles.

You'll have 5 aerial maps covering 196,000 nautical miles.

But even all that may not be enough.

Because on top of the risk of bumping a depth charge or facing a killer Destroyer, you'll still have to contend with the machine-gun fire of enemy aircraft.

Your best view will most likely come through the ears of your ship. Sonar and radar.

Needless to say, there have been other simulations. Even other sub simulations. But *none* have had the degree of authenticity, gut-wrenching action or historical accuracy of this one.

It is a challenge of unbelievable depth.

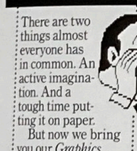
Apple II & compatibles, Atari ST, C64/128, IBM & compatibles, Macintosh. Coming for the Apple IIGS.

TAKE ONE FOR A TEST DIVE. We'll be glad to send you a preview disk to take out for a spin. Just send us a check or money order for $1.50 for $2.75 for the Macintosh, Apple IIGS and Atari ST versions), tell us your computer type, your name and address, and be sure to include the Part Number on the back of this catalog. Canadian orders add 50¢. Send your request to Sub Battle Preview, P.O. Box 8020, Redwood City, CA 94063. Expires 8/30/87

GRAPHICS

There are two things almost everyone has in common. An active imagination. And a tough time putting it on paper.

But now we bring you our *Graphics Scrapbook*™ Series. A huge collection of pictures, borders, fonts and full-panel graphics that enable you to bring your creative inspirations to life.



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Even if you haven't the sketchiest notion of how to draw.

Each disk has over a hundred images you can use with either The Print Shop,™ PrintMaster™ or Create a Calendar.

In our *School Scrapbook,* for example, teachers and students will find everything from cheerleading to finals. In the *Sports Scrapbook,* every sport, mascot and trophy you'd ever want to score. In the *Off the Wall Scrapbook,* well, just expect the unexpected.

And plenty more Scrapbooks are on the way.

Now, if indeed you're like most people, there's a good chance we've got something else you'll really enjoy.

Namely, great looking dates.

Which brings us to *Create a Calendar.*

A simple, powerful tool that lets you design your very own daily, weekly, monthly or yearly calendars.

It comes with graphics, borders and fonts for just about every occasion. Or use your own pictures from the Graphics Scrapbooks or similar, Print Shop compatible graphics disks.

What's more, it lets you put in multiple lines of text on every date.

A feature mysteriously absent from many of the other calendar makers.

Create a Calendar makes it easy to keep track of everything you're supposed to do. And everything you've done.

So this year, make your own calendar. There couldn't be a nicer way to pass the time.

Apple II & compatibles, C64/128, IBM & compatibles.

DRAW YOUR OWN CONCLUSION. To order a preview disk, send your name, address, phone number, computer type and a check or money order for $1.50 to Create a Calendar/Graphics Scrapbook Preview, P.O. Box 8020, Redwood City, CA 94063. Be sure to include the Part Number on the back of this catalog. Canadian orders add 50¢ postage. Expires 8/30/87.

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Its hand-held grip makes the 500XJ a joy to behold.

Introducing the world's first high performance joystick.

Gentlemen, start your fingers.

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And a five-year, ten million shot warranty. Which makes the simple promise that no matter how many times you use the 500XJ, there's only one thing you're ever going to break:

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Now available for Apple II & compatibles, IBM & compatibles and the Nintendo Entertainment System. Also, Amiga, all Atari computers including the ST, 2600 and 7800, Commodore 64/128, Sears™ Arcade Games, VIC 20®

DESTROYER™

The time: 1400 hours. Somewhere in the Pacific. Some ill-fated coordinates in WWII.

Damage Control reports a hit on the starboard side. Send in Alpha and Charlie to repair.

You're at the helm, commanding the greatest concentration of firepower ever put in a lightweight fighter: The deadly Fletcher Class Destroyer.

You've embarked on the first simulation that actually combines the large-scale strategy of wargaming with the intensity of furious, eyeball-to-eyeball action. This time around, you're right in the middle of it all.

Rescuing pilots. Shelling Islands. Escorting convoys. Even hunting an occasional sub.

You've got 13 fully-operational, ear-bursting battle stations to worry about. Plus radar. Navigation. Sonar.

And half the Japanese fleet crawling up your spine.

Radar spots inbound aerials. Ready forward gunners. Man the anti-aircraft turrets. They're coming.

rumble of incoming zeroes. On instinct, you instruct the bridge to commence evasive maneuvers. Even though, by experience, you know there's nowhere to run.

WIN A BEAUTIFUL MODEL. Win an entire assault fleet from Revell. Or a replica scrambled eggs flight deck cap. Sweepstakes details and the official rules are in every box, or write to us at the address on the back. Sweepstakes end 6/15/87.

Time to make some tactical decisions.

Will it be the twin 40mm Bofors anti-aircraft guns? Or the 5" lead-spewers aft. Depth charges or torpedoes? Autopilot or guts?

Any choice could be your last, so make it good.

Suddenly, you hear the ominous

Apple II & compatibles, C64/128, IBM & compatibles.

STREET SPORTS™

The pros may be the best, but the players you'll be up against here are definitely the baddest. This is life on the street. Tough. Unforgiving. And the winner takes it all.

Sometimes it's best to take a pass.

Take the first in our Street Sports Series, *Basketball,* for example.

To be Numero Uno on your block, you'll have to shoot hoops in dingy alleys. Playgrounds. Parking lots. Occasionally, even the suburbs.

(Have fun dribbling on the lawn.)

You'll pick your three-person team from the 10 toughest players in the neighborhood. There's hot shooters and slow dribblers. Team players and show-offs. There's guys who can shoot the eye out of a needle at 20 feet. And guys who couldn't sink one if they were sitting on the backboard.

Pass on the run. Get that big man on the inside. Let Joey pop 'em from the corners. This is real street strategy.

Take a hook shot. A tip-in. Bounce the ball off the chain-link fence, then go for the basket. Or power through a slam dunk. But don't dribble in the oil slick. And for heavens sake, watch out for windows.

Jump for joy.

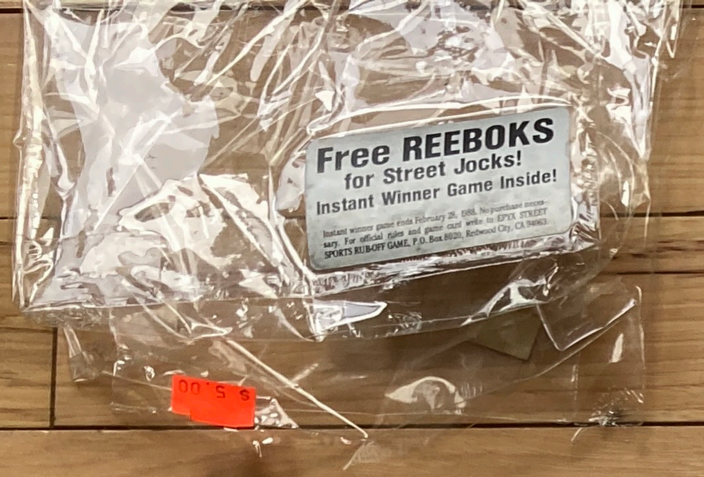
Soon, you'll be able to tackle *Street Sports Baseball* and *Football,* the next two in the series.

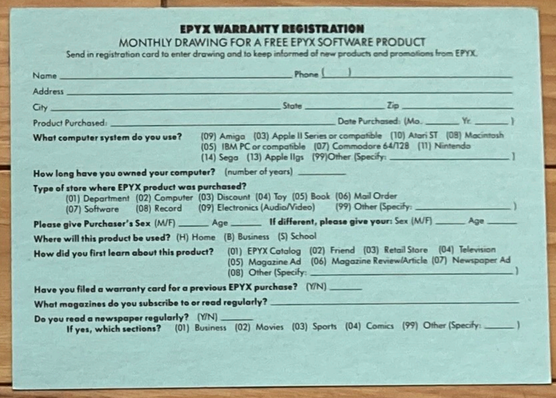
It won't be easy.

But it's right up your alley.

Apple II & compatibles, C64/128, IBM & compatibles.

BE THE FIRST ON YOUR BLOCK. Inside every specially marked box you'll find a Street Sports Sweepstakes rub-off card. With a little luck you could be an instant winner. First prize: A pair of the top-selling sports shoes. Second prize: A sizzling Street Sports poster. For details, write us at the address on the back.





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CHAMPIONSHIP WRESTLING™

These animals use every trick known to man. And a few that aren't.

It's the Sultans of Slam. The Gurus of Gashes. The meanest, nastiest rowdies to ever hit the canvas.

Ladies and not-so-gentlemen, we proudly present the stars of *Championship Wrestling*.

The first computer program in history that promises to beat you on a nightly basis.

That is, at least until you learn how to fight back.

There are eight of these animals in all. Each with their own disgusting personalities and distinctive way of busting heads. From K.C. Colossus, whose *trash compactor* move turns victims into waste matter. To Prince Vicious, who gets a crush on every opponent. Literally.

Use leg drops, spin kicks, body slams, rope bouncing, a flying drop kick, a suplex, an airplane spin, even the infamous atomic drop to mangle these animals.

Reach out and punch someone.

Of course, you'll have to use your head to win. And a few other key body parts as well. But with any luck, and a few lumps, one day the Championship Wrestling Belt will be yours.

WE'LL SEND YOU FLYING. On an all-expense paid trip for two to a major National Wrestling Alliance bout. Runner-up prizes include our infamous Championship Wrestling towels. For all the details and rules, see the specially marked boxes or write us at the address on the back. Sweepstakes end 6/15/87.

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Sumo Wrestling.

The following programs are brought to you by an incredible series of events. Over 30 of them, to be specific.

They're the events of our best-selling Games Series.

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We'll start our brief tour with *World Games*.™ You play the part of a big-time international athlete competing in eight events around the world. Everything from Sumo wrestling to cliff diving. Bull riding to weightlifting. Even skiing the giant slalom.

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Then there's our enormously popular *Summer Games*® and its sequel, *Summer Games II*.™ Here you'll have a chance to break records in all the famous events.

Fencing

Like track, swimming, diving, gymnastics and skeet shooting, to name a few.

In Summer Games II, you'll go for the gold in rowing, cycling, equestrian, fencing, the high jump, the triple jump, kayaking, and more.

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Gymnastics.

1 to 8 players. Apple II & compatibles, C64/128, IBM & compatibles.

The Bobsled

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And coming next summer, our newest Games program. (Get ready to hit the beach.)

Staying on top of all these world events is bound to be a test of global proportions.

The question is, are you ready to go the distance?

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As a matter of fact, inside this brochure is a rather sizable chunk of our imaginations. Not to mention some of the best thinking ever to come from any programmers anywhere.

Programs like Sub Battle Simulator.™ No less than the most realistic war simulation ever created.

Our Street Sports™ Series. Where your challenge will be to beat the battle of the block.

Or Create a Calendar. A stunning way to keep dates.

And if you haven't got the picture by now, there are about three hundred of them you can borrow in our new Graphics Scrapbook™ Series.

All in all, we think it's some pretty blow away stuff.

Of course, some of you might already be wondering what's in store for our next catalog.

Who knows?

At this point, everything's still up in the air.

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Baseball

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